Application No.: 10/022,795   Docket No.: LA-7271-101/10209289

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (currently amended) A method in which a user interacts within an immersive online community having ~~intelligent~~avatar virtual objects, said method comprising the steps of:

a ~~user selecting~~providing a set of user tools including identity tools;

a user through use of said identity tools selecting a set of characteristics to represent a first ~~intelligent virtual~~avatar object wherein each of said characteristics is associated with a unique personality specified by the user;

providing a set of interface tools;

said first ~~intelligent virtual~~avatar object interacting with other ~~intelligent virtual~~avatar objects, utilizing predetermined ones of said interface tools such that said other ~~intelligent virtual~~avatar objects receive real-time responses to stimuli initiated by said other ~~intelligent virtual~~avatar objects; and

said first ~~intelligent virtual~~avatar object interactively passing user generated content between said other ~~intelligent virtual~~avatar objects and said user under administrative controls.

2.   (currently amended) The method of Claim 1 further comprising the step of:

said user controllably navigating said ~~intelligent virtual~~first avatar object within the confines of the immersive online community.

3.   (original)   The method of Claim 2 wherein the navigation is metaphorically correct representation of a three dimensional world.

4.   (currently amended) The method of Claim 1 wherein the response to stimuli includes said user sending projectiles between said first ~~intelligent virtual~~avatar object and another ~~intelligent virtual~~avatar object.

5.   (original)   The method of Claim 1 wherein the response to stimuli includes said user dancing in a metaphorically correct manner.

6.   (currently amended)The method of Claim 1 wherein the response to stimuli includes said user playing games with said other ~~intelligent virtual~~avatar objects.

7.   (original)   The method of Claim 1 wherein said user creates objects using interactive Java tools to interact within the immersive online community .

8.   (original)   The method of Claim 1 wherein said user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing.

9.   (original)   The method of Claim 1 wherein said user participates in the economy on the immersive online community via use of an economy tool.

10.   (original) The method of Claim 1 wherein the administrative controls provide governance and logging to user actions with the immersive online community.

11.   (currently amended) A computer system contained within a computer network ~~wherein~~comprising:

        multiple computers ~~are~~ connected together using telecommunications mechanisms ~~and in which a user communicates with a first intelligent virtual object,~~ optimized for low band width connections;

        a plurality of users using said multiple computers communicate with each other by way of a plurality of avatars;

        said computer system comprising the steps of:

        providing a set of user tools including identity tools;

        a user through use of said identity tools selecting a set of characteristics to represent a first ~~intelligent virtual~~avatar object wherein each of said characteristics is associated with a unique personality specified by the user;

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providing a set of interface tools;

said first ~~intelligent—virtual~~avatar object interacting with other ~~intelligent virtual~~avatar objects utilizing said ~~predetermined~~ interface tools such that said other ~~intelligent virtual~~avatar objects receive real-time responses to stimuli initiated by said other ~~intelligent virtual~~avatar objects; and

said first ~~intelligent virtual~~avatar object interactively passing user generated content between said other ~~intelligent virtual~~avatar objects and said user under administrative controls.

12.   (currently amended) The system of Claim 11 wherein the user controls navigation of said ~~intelligent virtual~~first avatar object within the confines of the immersive online community.

13.   (original) The system of Claim 12 wherein the navigation is metaphorically correct representation of a three dimensional world.

14.   (original) The system of Claim 11 wherein the user creates objects using Interactive Java tools to interact within the immersive online community.

15.   (currently amended) The system of Claim 11 wherein the user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing between said first ~~intelligent virtual~~avatar object and said other ~~intelligent virtual~~avatar objects.

16.   (original) The system of Claim 11 having an interface engine residing within a Java environment, the interface engine updating dynamically using Java standard class libraries.

17.   (currently amended) A programmable media containing programmable software enabling a user to interact within an immersive online community having ~~intelligent virtual~~avatar objects, said programmable software comprising the steps of:

providing a set of user tools including identity tools;

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_____ a user through use of said identity tools selecting a set of characteristics to represent a first ~~intelligent virtual~~avatar object wherein each of said characteristics is associated with a unique personality specified by the user;

providing a set of interface tools;

said first ~~intelligent virtual~~avatar object interacting with other ~~intelligent virtual~~avatar objects utilizing said ~~predetermined~~ interface tools such that said other ~~intelligent virtual~~avatar objects receive real-time responses to stimuli initiated by said other ~~intelligent virtual~~avatar objects; and~~,~~

said first ~~intelligent virtual~~avatar object interactively passing user generated content between said other ~~intelligent virtual~~avatar objects and said user under administrative controls.

18.   (currently amended) The programmable media of Claim 17 further comprising the additional step of:

said user controllably navigating said first ~~intelligent virtual~~avatar object within the confines of the immersive online community.

19.   (original) The programmable media of Claim 18 wherein the navigation is metaphorically correct representation of a three dimensional world.

20.   (original) The programmable media of Claim 17 wherein the user creates objects using interactive Java tools to interact within the immersive online community.